



# DUNGEONS & LAIRS 16: OPHIDIAN MONASTERY

**O**phidian *Monastery* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers details for each level and makes adjustments accordingly. While they are traveling—or trapped—on the plane of elemental chaos, the characters must enter an ancient monastery. The monastery is home to a race of dangerous snake-humanoids called ophidians.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Ophidian Monastery Hooks table below offers details for introducing this adventure to your players.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players.

*Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level less than 10 as it may pose too much of a challenge.

## SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard

## OPHIDIAN MONASTERY HOOKS

Side Quest d8 Type	Details
1 Fetch Quest	The characters enter the monastery seeking an ancient tome titled <i>Conjuring Beyond Chaos</i> . In this version of the adventure, The Eternal has the book on him wherever he is encountered (see area 3).
2 Recover Stolen Item	A wizard named Erick entered the monastery a decade ago and never returned. Assuming that he's dead, Erick's allies want the characters to retrieve Erick's <i>ring of mind shielding</i> so they can restore his body (see area 15).
3 Receive Information	The leader of the ophidians, a being known only as The Eternal, knows ways to avoid the magical limitations of the plane of elemental chaos. The characters must enter the monastery to learn The Eternal's secrets.
4 Rescue Mission	A band of kobold sorcerers hire the characters to locate their master, a red dragon named Tuckerthranx, who they believe imprisoned within the monastery (see area 12).
5 Find a Missing NPC	A society of mages wants the characters to enter the monastery to learn the fate of a missing wizard named Erick (see area 15).
6 Monster Hunt	The characters must destroy The Eternal!
7 Supernatural Investigation	Psychic darkmantles approach the characters with a mission: investigate the monastery and learn the source of the ophidian monks' power.
8 Secure Aid	A humanoid village trapped in the elemental plane of chaos requires powerful conjuration magic to return to The Real. The village's archmage leader believes the secret to doing so lies inside the monastery. The characters can find such an incantation in the book, <i>Conjuring Beyond Chaos</i> (area 3).

**Gold Rewards.** To further incentivize the party to enter the elemental plane of chaos and risk the dangers of the monastery located within, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

## OMERIA PLACEMENT

The ophidian monastery exists in a realm outside The Real. It can be on a demiplane of its own, or it can be placed in The Other, The Cruel, or any other plane of existence where the laws of order do not function the same way they do in The Real.

## OPHIDIAN MONASTERY

Ophidians are dangerous, snake-like humanoids that dwell in the plane of elemental chaos. Despite the disorderly nature of the plane, the ophidians are highly regimented in discipline. All ophidians practice a unique form of martial arts called Shar Aknian.

Ophidians have gained quite a collection of enemies during their time in the elemental plane of chaos. They particularly despise psychic darkmantles, who they consider to be their great ancestral enemy. Ophidian hunting parties travel the cosmos, destroying psychic darkmantles wherever they find them.

Ophidian masters who impress their ancestors are awarded the status of shadowfang. To become a shadowfang, the ophidian must surrender its physical form and become an undead shadow. If its mental facilities survive the transformation, it becomes a formidable combatant. Its original body is then placed into a magical sarcophagus and preserved. The shadowfang cannot travel more than 5 miles from the sarcophagus that contains its body. And if its body is destroyed, the shadowfang is destroyed.

## GENERAL FEATURES

Unless stated otherwise, the monastery and the plane around it have the following general features:

### ELEMENTAL CHAOS

The monastery exists in a plane of elemental chaos where fire, air, water, and earth collide, erupting into a universe-spanning "primal soup." Outside of the monastery and other rare pockets untouched by the plane's features, the plane imposes the following effects:

**No Gravity.** With the exception of pockets like the one in which the monastery exists, there is no gravity in the elemental chaos. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel.

**No Air.** There is no air within the primal soup. Creatures can't breathe in the primal soup unless they are using magic intended for underwater breathing.

**Environment Hazards.** If a creature starts its turn in the primal soup, it takes 3 (1d6) lightning damage. If a creature's hit points are reduced to 0 from this damage, it dies and becomes part of the primal soup.

A creature can protect itself using spells and abilities that give it immunity to lightning damage. The new spell *protection from elemental chaos* detailed in the Appendix also protects against these effects.

### MAGICAL ALTERATIONS

The chaos changes the effects of magic, even in safe pockets such as the one in which the monastery exists. All magic is affected by the random nature of the plane. In order to cast a spell anywhere within the plane of chaos, the spellcaster makes an Intelligence (Arcana) check with a DC equal to 10 + the spell's level (10 for cantrips). If the check fails, the spell slot is lost and the spell fails.

**Conjuration.** Summoning spells rarely work while in the elemental plane of chaos. Creatures cannot be summoned into the plane. However, creatures that are already in the plane can be summoned to the creatures.

**Divination.** Chaos heavily interferes with the results of divination spells while in the plane. In addition to the Intelligence (Arcana) check needed to cast the spell, a spellcaster casting a divination spell must make an Intelligence saving throw of the same DC. On a successful saving throw, the spell works as normal but may have a chaotic lean to it. On a failed saving throw, the caster takes 1d6 psychic damage per level of spell cast.

**Evocation.** Because of the plane's elemental nature, evocation and conjuration spells that use the four common elements are much more powerful in the plane. Any spell that deals with elements—such as *fireball* for fire, *earthquake* for earth, *gust of wind* for air, and *control water* for water—doubles its duration and area of effect. If the spell is normally instantaneous, it lasts for 1d6 rounds. If its area of effect is normally one target or self, it affects an area 1d10 feet in radius.

**Illusions.** The trouble with illusion spells on the plane is that there is always a chance of something that isn't real becoming real. Each time a spellcaster casts from the school of illusion, there is a 10% chance of the effect becoming fully, permanently real—or at least as “permanent” as anything can be within the plane.

**Transmutation.** The final product of a transmutation spell may be far from what the caster intended. Whenever a creature in the plane of chaos attempts a spell that calls matter into being or changes its shape or form, if the spell goes off successfully (the Arcana check is passed), roll a d10 and consult the Transmutations in Plane of Elemental Chaos table to determine the result. Add the spell's level to the roll, but subtract the spellcaster's casting ability modifier.

## TRANSMUTATIONS IN THE ELEMENTAL PLANE OF CHAOS

d10	Effect
2 or less	No special effect
3-4	Slightly modified appearance
5-6	Slightly modified appearance and properties
7-8	Moderately modified appearance and properties
9 or higher	Highly modified appearance and properties.

The exact result in each case is left to the GM's invention, but let the spellcaster's intention be a guide to the final result.

## ARCHITECTURE

The monastery was created by the ophidians' ancestors. These powerful beings used the powers of their mind to shape and mold the monastery from the plane's raw elements. The floors, walls, and ceilings are made from dark, molded stone. While much of the complex is relatively simple in design, all stone decorations like statues and benches are part of the same stone.

With the exception of the corridors and chambers below the guard keep, the ceilings throughout the monastery rise 40 feet above the floor. Within the guard keep and below it, the ceilings are 18 feet high. The ceilings in the crypts below the monastery have 15-foot-high ceilings in its corridors and chambers.

## DOORS

The monastery's doors are made from a special form of carbon pulled from the primal soup. The stone hinges into which they are set are built directly into the frame. Special “mind locks” allow the ophidians to mentally lock any door in the monastery so long as they are within 15 feet of the door and can see it. A mind-locked door can be unlocked with a successful DC 15 Wisdom check, or broken down with a successful DC 21 Strength (Athletics) check. All of the monastery's doors have AC 17, 20 hp, and immunity to poison and psychic damage.

Unless stated otherwise, assume all of the doors are unlocked.

## ILLUMINATION

The constantly churning primal soup that surrounds the monastery illuminates the structure's exterior areas with dim light. Inside, many of the rooms have burning braziers or fireplaces which provide warmth and illumination. Darkened rooms are noted in the text.

## HIDDEN SNAKES

Mundane snakes of all shapes and sizes from across the cosmos fill the monastery. These beasts hide in niches, inside boxes and crates, and even within masonry of the walls. Any time the characters carefully search an area, especially if there are chests, drawers, and other containers present, roll a d20. On a result of 17 or higher, there are one or more snakes hidden in the area. Roll a d6 to determine the nature of the encounter using the table below.

A character who succeeds on a DC 14 Wisdom (Perception) check hears the beasts inside the container before they are revealed.

**Simplified Encounters.** Because the creatures involved in these random encounters are hardly a challenge for such a high-level party, instead of treating them like an encounter, treat them like a trap. The snakes make one attack against one surprised character within range, dealing its normal damage on a hit. If the snakes don't surprise the party or after they have made one attack (regardless of whether or not it hits), they do not make any further attacks unless provoked. A character can kill the beasts by using his or her action to make an attack. If the attack hits, the snakes are automatically destroyed.

## SNAKE ENCOUNTERS

d6	Encounter	To Hit	Damage
1	1 swarm of poisonous snakes	+6	7 (2d6) piercing damage plus 14 (4d6) poison damage (DC 10 Constitution saving throw for half the poison damage)
2-4	1 poisonous snake	+5	1 piercing damage plus 5 (2d4) poison damage (DC 10 Constitution saving throw for half the poison damage)
5-6	1 giant poisonous snake	+6	6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage (DC 11 Constitution saving throw for half the poison damage)

## LAIR OF THE ETERNAL

The ophidian's leader, a vampiric creature referred to as "The Eternal" claims the monastery as his lair. The Eternal uses the **vampire** stat block except with the following changes:

- The Eternal's Intelligence score is 15 (+2) and his Wisdom score is 17 (+3). As such, his Perception bonus changes to +8, and his passive Perception is 18.
- Instead of changing into a Tiny bat, the Eternal changes into a Tiny snake. While in this form, he can't speak, his walking speed is 30 feet, and he has a swimming speed of 30 feet.
- When using its Children of the Night feature, he summons 1d4 + 1 **swarms of poisonous snakes**. While outdoors, he can call 3d6 **giant poisonous snakes** instead.

His magic warps the entire monastery, creating the following effects:

- Shadows cast within the monastery seem abnormally gaunt and sometimes move as though alive.
- A creeping fog creeps around the monastery's exterior locations, including area 1. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.
- Undead creatures in the monastery have advantage on saving throws against effects that turn undead.

Before the start of the adventure, roll a d20 to determine where within the monastery The Eternal is first encountered.

## ETERNAL STARTING LOCATION

### d20 Starting Location

1-3	Area 1, sitting by the fountain
4-7	Area 3, attempting to conjure a pit fiend
7-10	Area 6, sitting on its throne
11-14	Area 8, reading from the magical book located there
15-16	Area 12, feeding on the dragon Tuckerthrax
17-18	Area 20, practicing Shar Aknian
19-20	Area 35, resting in its own sarcophagus

In the 14th-, 17th-, and 20th-level versions of the adventure, unless it is encountered in area 35, The Eternal is accompanied by an entourage of ophidian warriors. The number and types of these ophidians depends on the level of the adventure, as shown on the table below. The ophidians' stat blocks are included in the Appendix.

## THE ETERNAL'S ENTOURAGE

### Adventure Level Number of Monks

11th	—
14th	1 <b>ophidian master</b>
17th	1 <b>ophidian master</b> and 2 <b>ophidian monks</b>
20th	2 <b>ophidian masters</b> and 4 <b>ophidian monks</b>

## KEYED LOCATIONS

The following locations are keyed to the map of the ophidian monastery on pages 5, 9, and 11.

### 1 - LIBRARY

A reprieve from the swirling chaos of the plane, this courtyard area serves as the only entrance to the monastery. There are no doors at the front of the complex; however, the entrance is protected by the barbican directly above it (see area 22).

Although this area lacks a roof, it has breathable air and normal gravity. The plane's elemental hazards do not function here either.

A fountain of clear water stands at the center of the courtyard. A statue depicting a snake-headed monk rises from the center of the fountain. Stone benches surround the fountain's sides.

Also surrounding the fountain are four 6-foot-tall columns topped with similar snake-headed warriors. There are four additional snake warrior statues standing in the four corners of the courtyard.

To the north, a small dais of dressed, dark blue stone rises 10 feet from the undressed ground. At the center of the dais, a 14-foot-tall statue depicting a horned snake creature looms. It's flanked by two similar statues. Beyond this trio of gruesome statues, the burning braziers from area 6 flicker, visible through the huge pillars dividing this courtyard from the audience chamber.

**Potential Encounter: The Eternal.** If **The Eternal** is here, he will ask the characters' intentions and invite them to drink from the fountain as a greeting ritual, trying to subject them to the poisonous effects (see below). If the characters are hostile, refuse the water, or once they suffer the water's effects, he will turn into his mist form and escape deeper into the monastery.

**Ophidian History.** The walls of the chamber are decorated with words written in the Ophidian language. The writing tells the history of the ophidian people, the monastery, and their struggles during their time in the elemental plane of chaos. It also hints at the presence of an immortal ophidian referred to as "The Eternal."

**Bad Water.** The fountain emits faint evocation magic. If a non-Ophidian drinks from the fountain, it must make a DC 10 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed saving throw, or half as much damage on a successful one.

### 2 - BEASTLY

This area is the monastery's smithy. A large furnace built into the northern wall emits a soft, red glow. A large anvil sits directly in front of the furnace. To the south there is a table topped with various tools.

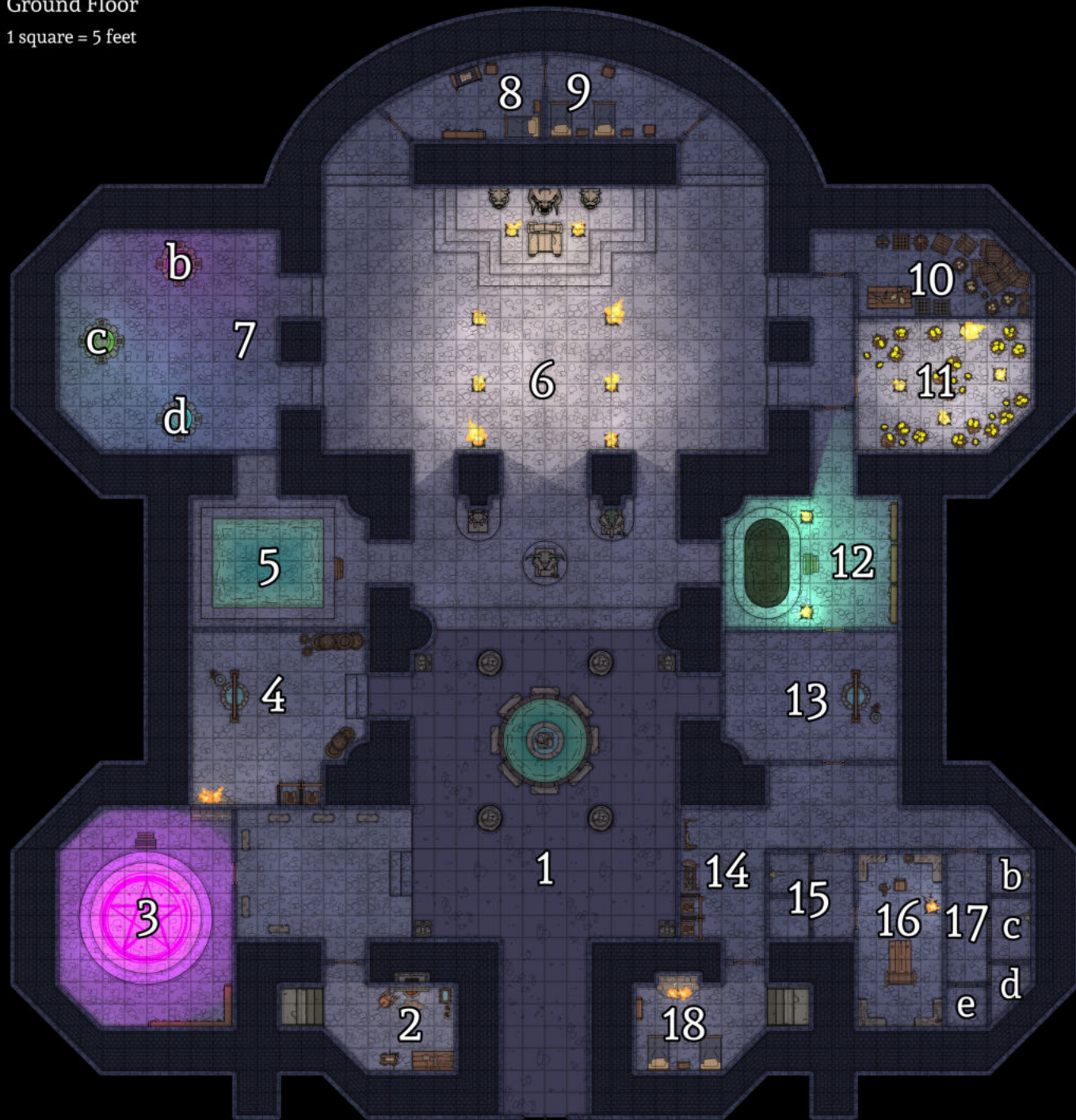
There is nothing else of value in this area.

### 3 - MESMERIZING

A huge pentagram drawn in magical paint at the center of the room emits a bright pink glow. Bookshelves choked with tomes detailing conjuration magic and the history of the lower planes crowd the southeastern corner. An altar of black stone stands north of the glowing pentagram. A book titled *Conjuring Beyond Chaos* lies closed upon it.

## Ground Floor

1 square = 5 feet



**Potential Encounter: The Eternal** If **The Eternal** (see page 4 for details) is here, he is studying the book *Conjuring Beyond Chaos*. If the characters enter a fight with the ophidian, he uses his action to attempt to summon a **pit fiend**. Roll a d10. On a result of 6 or better, The Eternal successfully summons the pit fiend. Otherwise, the attempt fails. While summoned in this way, the pit fiend cannot leave this area. It remains for 1 minute, then returns to the hell from whence it was summoned. During the second round of combat, The Eternal turns to mist and flees the room.

**Trapped Book.** The book atop the altar is protected by abjuration and conjuration magic. If the book is removed

from the room, it immediately teleports back to its place upon the altar. If any creature other than The Eternal opens the book, the book emits a blast of force energy, targeting the violator. The violator takes 27 (5d10) force damage, no saving throw allowed. If the target is protected by a *shield* spell or other spell or effect that blocks the *magic missile* spell, it is immune to the damage caused by this trap.

Spotting the trap requires a successful DC 15 Intelligence (Arcana) check. It then takes a DC 15 Intelligence (Arcana) check to disarm the trap. If the check fails by 5 or more, the trap is triggered.

**Treasure:** *Conjuring Beyond Chaos*. *Conjuring Beyond Chaos* is an ancient tome that details long-lost methods for conjuring creatures into the plane of elemental chaos. If a creature spends 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, the creature can cast conjuration spells without suffering the normal limitations set upon it by the realm. The book is an uncommon magic item.

#### 4 - SPITEFUL

A burning fireplace in the southwest corner illuminates the entire chamber. A well with a 5-foot-tall lip stands at the western end of this room. Next to it is a bucket and a length of rope. Crates and barrels crowd the corners. There are two privy stalls built into the south end of the room.

**Trap.** The well is protected by a magical glyph cast 5 feet below its lip. Any creature within 10 feet of the glyph that sees the glyph triggers it, and it casts *scorching ray*. All three rays target the viewer (spell save DC 16).

Recognizing the glyph in advance requires a character viewing the glyph to succeed on a DC 12 Intelligence (Arcana) check. Of course, if the glyph isn't viewed from further than 10 feet away, it automatically triggers, so the character will need to view the glyph from at least 5 feet above the top of the well. The glyph can be dispelled with a *dispel magic* spell.

Once triggered, the trap does not reset.

#### 5 - FLUIDITY

A 20-foot-wide, 25-foot-long pool of green-blue water dominates this chamber. The water is 3 feet deep.

**Encounter: Bathing Monks.** There are ophidian monks inside the bath. The number of monks depends on the level of the adventure, as shown on the table below. All of the creatures are detailed in the Appendix.

#### AREA 5 ENCOUNTERS

Adventure Level	Encounter
11th	3 ophidian monks
14th	5 ophidian monks
17th	3 ophidian masters
20th	4 ophidian masters

#### 6 - GLOOPY

This impressive audience chamber serves as The Eternal's throne room. Eight burning braziers divided into two columns illuminate the chamber. A throne made of the same dark stone from which the monastery was built stands upon a dais at the north end of the chamber. Just behind and above the throne, huge snake head statues carved from stone jut from the wall, their fanged maws agape.

**Potential Encounter: The Eternal** If **The Eternal** is here, he is sitting on the throne. He allows the characters to enter the room and state their intentions, but demands that they stay more than 35 feet away from his throne. If attacked, The Eternal transforms into his misty form and escapes.

While he escapes, the chamber's snakes (see below) and any members of his entourage stay behind to handle the characters.

**Hazard: Snake Horde.** If the characters instigate a fight here or tamper with the statues or the throne, snakes begin to pour out of every nook and cranny in the room. Have the characters roll initiative. On initiative count 10 of the first round (losing initiative ties), snakes completely fill the room. After the snakes fill the room, any non-ophidian creature that moves into or ends its turn in this area must make a DC 16 Dexterity saving throw. A creature takes 7 (2d6) piercing damage plus 14 (4d6) poison damage on a failed saving throw, or half as much damage on a successful one.

A character can attempt to drive off the snakes in their immediate area by dealing damage to them. A character can use an action to make a ranged attack or melee attack, or to cast a spell. Assume that any attack rolls hit but are not critical hits, and disregard any effect of the attack or spell for this purpose other than the damage it deals. If the total damage from all the attacks or spells used on the character's turn is 15 or higher, the snakes in the area are slowed. So long as the character does not move out of its space, the character does not need to make saving throws against the snakes' bites until the end of that character's next turn. The character can target the snakes in spaces around another creature, so long as each of the spaces surrounding that creature are within the character's reach, imparting the same benefits to the creature.

The snakes continue to come until the characters leave the chamber or one character deals 150 damage or more to the snakes in a single turn.

The snakes won't leave the chamber. Once the characters leave the area, the snakes return to their hidden niches.

**Secret Chamber.** A character who investigates the throne and succeeds on a DC 20 Intelligence (Investigation) check discovers that the throne hides a secret staircase below it. The throne is *arcane locked* into place. Outside of dispelling it with a *knock* spell or similar magic, only a successful DC 35 Strength check moves the throne out of the way. However, the throne does have a small niche carved into its rear. The niche is large enough to allow amorphous creatures like shadows and oozes, as well as The Eternal in his mist form, to move past the throne without dispelling the *arcane lock* upon it.

#### 7 - SOUL

With the exception of the dim glow radiating from the three portal daises, this room is dark.

This area contains three one-way portals set onto 6-inch-tall circular daises. The ophidians use the portals to travel to other parts of the cosmos.

If a creature steps onto a portal and speaks the corresponding command word, they are instantly teleported to the location to which the portal is currently keyed.

When the characters first arrive, the portals are set as follows:

- **7b - The Gray.** The portal transports anyone standing on it that speaks the phrase "Tartarus" to an endless expanse of gray waste plagued with fiendish mercenaries.
- **7c - The Bleak.** The portal transports anyone standing on it that speaks the phrase "Serpere" to the edge of a colossal volcano adrift in a torrent of chaos in some hopeless realm.

- **7d - The Chaos.** The portal transports anyone standing on it that speaks the phrase “Limbo puerorum” to another region of the elemental plane of chaos. This region is ruled by fearsome, three-eyed shapechangers called *bufonem*.

Magic sigils built into the base of these portals allows the characters to change their target destinations. A book located in The Eternal’s bed chambers (area 8) offers the requisite instructions to do this.

## 8 - REWARD

Both doors to this room are locked.

This monastic cell features a bed, desk, and unlocked chest full of blankets and simple robes. A bookshelf on the southern wall contains tomes detailing the history of the monastery plus a few books addressing the subject of conjuration.

**Potential Encounter: The Eternal.** If **The Eternal** is here, he is reading from the journal otherwise found on the shelf (see below). He will turn into mist as the characters corner him and escape.

**Investigation: Portal Guide.** A character who searches the shelf and succeeds on a DC 15 Intelligence (Arcana or Investigation) check finds a handwritten journal that describes the portals in area 7. The book includes sequences for every possible destination to which the portals can travel, including back to The Real. It also includes the command phrases needed to reach those destinations.

## 9 - ANCESTORS

This old dormitory contains two bunk beds, two unlocked chests holding blankets and robes, and a couple chairs. A fine layer of dust covers everything.

**Invisible Sigils.** The doors and walls of this chamber contain invisible sigils. A character with truesight can see the sigils. A character with proficiency in Arcana who succeeds on a DC 16 Intelligence (Arcana) check recognizes that the sigils are a permanent *forbiddance* spell used to contain undead inside the room.

**Encounter: Harmful Spirits.** If the characters search the chests, they discover old bones lying at the bottom of each of them. Once the bones are found, a **gaki** (see the Appendix) rises from the chest and attacks. In the 11th-level version of this adventure, only one **gaki** attacks at a time unless they are both disturbed. In higher-level versions of the adventure, when one **gaki** appears, the other **gaki** joins it.

The **gakis** can’t leave the room so long as the *forbiddance* spell remains.

## 10 - TOMFOOLERY

The door to this room exudes the horrible stench of rotten eggs. A creature that enters the room or comes within 5 feet of the door must make a DC 12 Constitution saving throw or become poisoned until the end of its next turn. A creature that succeeds on its saving throw is immune to the room’s stench for 24 hours. Ophidians and undead automatically pass their saving throws. Creatures with Keen Smell make their saving throws with disadvantage.

Crates and barrels filled with food supplies crowd the majority of this dark room. The floors are covered in nests fashioned from small twigs and branches. A variety of cracked and rotting eggs fill these nests. There are various

cages around the room, all filled with mice and rats of various sizes and colors.

At the southeast corner of the room, a table stands covered with cookware.

**Encounter: Grimlock.** A **grimlock** named Zerek escaped from the prison and hid here in this room amid the crates. Although the room’s stench makes Zerek ill—thanks to his heightened senses—the smell masks his presence from the ophidians.

If the characters discover Zerek, Zerek immediately surrenders and begs for help. Zerek explains that his lover, Owigrot, is being held captive in the prison. Zerek warns that the prison is guarded by—what smells like—a sick dragon.

## 11 - NESTING

Four iron braziers burn with intense heat, creating extreme heat throughout the area. See the rules for extreme heat detailed in the Fifth Edition manual for game masters.

The floors here are covered in various nests, all of which contain bright, yellow eggs. A character who succeeds on a DC 14 Intelligence (Nature) check recognizes that these are ophidian eggs.

Destroying the eggs here enrages the ophidians. When this happens, the ophidians try to capture the characters instead of killing them. They want the characters to suffer.

Ironically, ophidians eat the majority of their own eggs.

**Treasure: Ophidian Eggs.** Ophidian eggs are a prized delicacy throughout the cosmos—a fact known by a character who succeeded on the aforementioned Nature check. Each egg is worth 500 gp. There are thirty eggs in this room. The eggs must be kept warm at temperatures between 100 and 115 degrees Fahrenheit. Ophidian eggs not kept near heat turn bad after 24 hours, in which case they become worthless. So long as these eggs are kept near heat, they hatch after 7 days. An immature ophidian uses the statistics of a **giant poisonous snake** except it has an Intelligence score of 5.

## 12 - TRIPWIRE

The door to this room is protected by an *alarm* spell that alerts The Eternal to the characters’ presence. Noticing the *alarm* spell requires a successful DC 11 Intelligence (Arcana) check. The spell is removed with a *dispel magic* spell or successful DC 16 Intelligence (Arcana) check.

An oval pool dominates the west side of this room. The pool is filled with black water that emits a soft greenish glow. Two green-burning iron braziers flank the pool. Bookshelves thick with books on planar history and divination practices cover the eastern wall.

**Encounter: Tuckerthranx.** An **adult red dragon** named Tuckerthranx (or “Tucker” for short) is kept here. The Eternal regularly feeds on Tucker, keeping the dragon relatively weak. Currently Tucker suffers from three levels of exhaustion and only has 86 hit points remaining. His maw is muzzled to prevent him from breathing fire and he is chained by his neck to a nearby wall.

Tucker wants nothing more than to escape this monastery but can’t do it himself. If the characters free the dragon, the dragon allies himself with the party until he regains his strength. While Tucker is wise enough to recognize that attacking the party would be foolhardy, he offers no loyalties beyond the monastery and flees the first chance he gets.

The chain and muzzle were both created by the *imprisonment* spell. Only a *dispel magic* spell targeting 9th-level spells removes the abjuration.

**Potential Encounter: The Eternal** If **The Eternal** is encountered here, he is currently draining blood from Tucker. For the next hour, **The Eternal** is immune to fire damage.

The Eternal views Tucker as one of his greatest prizes and will fight until reduced to mist to ensure the dragon remains in this room. If reduced to mist, **The Eternal** flees to his sarcophagus in area 35.

**Divining Water.** The pool's water emits an aura of divination magic. A creature that drinks from the pool ignores the limitations on divination magic set by the plane of elemental chaos for 24 hours (see General Features for details). The divining water can be bottled and carried away from the monastery. A *potion of divining water* is a common magic item that can be sold for 25 gp per vial.

**Treasure: Magic Items.** In addition to the books stored on them, the bookshelves on the western wall contain 6 *potions of gaseous form*, a *wand of secrets*, a *ring of knocking*. The ring is an uncommon magic item with 3 charges. As an action, the ring's wearer can expend one charge to cast the *knock* spell. The ring regains all expended charges at dawn.

### 13 - BEATEN

The only thing of note in this dark room is a well standing near the eastern wall. A 5-foot-tall stone lip surrounds the well. It is 100-feet deep and filled with cold water.

### 14 - ARMORY

This room is dark. Weapon racks filled with simple melee weapons line the western wall.

The doors leading to areas 15 and 17 are locked.

**Treasure: Magical Quarterstaff.** One of the weapons on the wall is a quarterstaff carved to look like two intertwining snakes, their heads at either end of the staff. The quarterstaff is a magical weapon that requires attunement. The staff imparts a +3 bonus to attacks and damage rolls made with the weapon. While attuned to it, the user suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. Also, if the user is presented with an opportunity to use the staff in a wicked way—such as using it to attack an unconscious or surrendering enemy—the staff influences the user to do so. If the user refuses, the user must succeed on a DC 15 Charisma saving throw, or become charmed by the staff as if affected by the *suggestion* spell.

### 15 - ILLUSION

The door connecting this room to area 14 is locked.

The west end of this dark room contains two locked cells. The northernmost cell contains the skeleton of a human mage. The southern cell is empty.

**Treasure: Ring of Mind Shielding.** A human wizard named Erick died in this cell wearing a *ring of mind shielding*. When Erick died, his soul entered the ring. The ring is invisible but can still be detected with a *detect magic* spell. A character who wears the ring can communicate telepathically with Erick. So long as the character gets along with Erick, Erick assists with Arcana and History checks (he adds +13 to both). Erick claims he has a *clone* stored within his citadel at the other side of the elemental plane of chaos. He offers to pay the characters as much as 30,000 gp if they can help him reach his body.

### 16 - FIRE

This is a torture room. Tools, knives, and other instruments of pain cover shelves and cabinets lining the walls. A bloodstained chair stands at the north end of the room, while a stretching rack dominates the south half. An iron brazier burns at the east end of the room. The brazier holds two red hot short swords.

**Encounter: Ophidian Interrogators.** There is an unconscious but stable **grimlock** strapped to the rack. Ophidian interrogators stand around the room, discussing their next course of action. The number and types of ophidians located here depends on the level of the adventure, as shown on the table below. The ophidians are detailed in the Appendix.

### AREA 16 ENCOUNTERS

Adventure Level	Encounter
11th	1 ophidian master and 2 ophidian monks
14th	2 ophidian masters and 1 ophidian monk
17th	1 ophidian shadowfang and 2 ophidian masters
20th	1 ophidian shadowfang and 3 ophidian masters

**Treasure: Magic Weapons.** There are six +1 *daggers*, two +1 *shortswords*, a +1 *light hammer*, and a +1 *handaxe* spread throughout the room.

### 17 - MIMIC

The door to this room is locked.

This dark room contains four cells. All but the central cell, 17c, are locked.

**Encounter: Mimic and Rust Monsters.** All of cell 17c is covered in magical *darkness*, as the spell, obscuring two **rust monsters** hidden inside. The door to the cell is a fake—it's actually a **mimic** in disguise. The mimic patiently waits for a creature to touch it so it can grapple it. Then, while it's grappling the creature, the two rust monsters hidden in the darkness of the room approach.

### 18 - ELDRITCH

A burning fireplace illuminates the room. Two bunk beds stand against the south wall. Between the beds sits an unlocked chest filled with blankets and extra pillows. Against the western wall, a book shelf holds books on planar flora and fauna plus a few unusual trinkets.

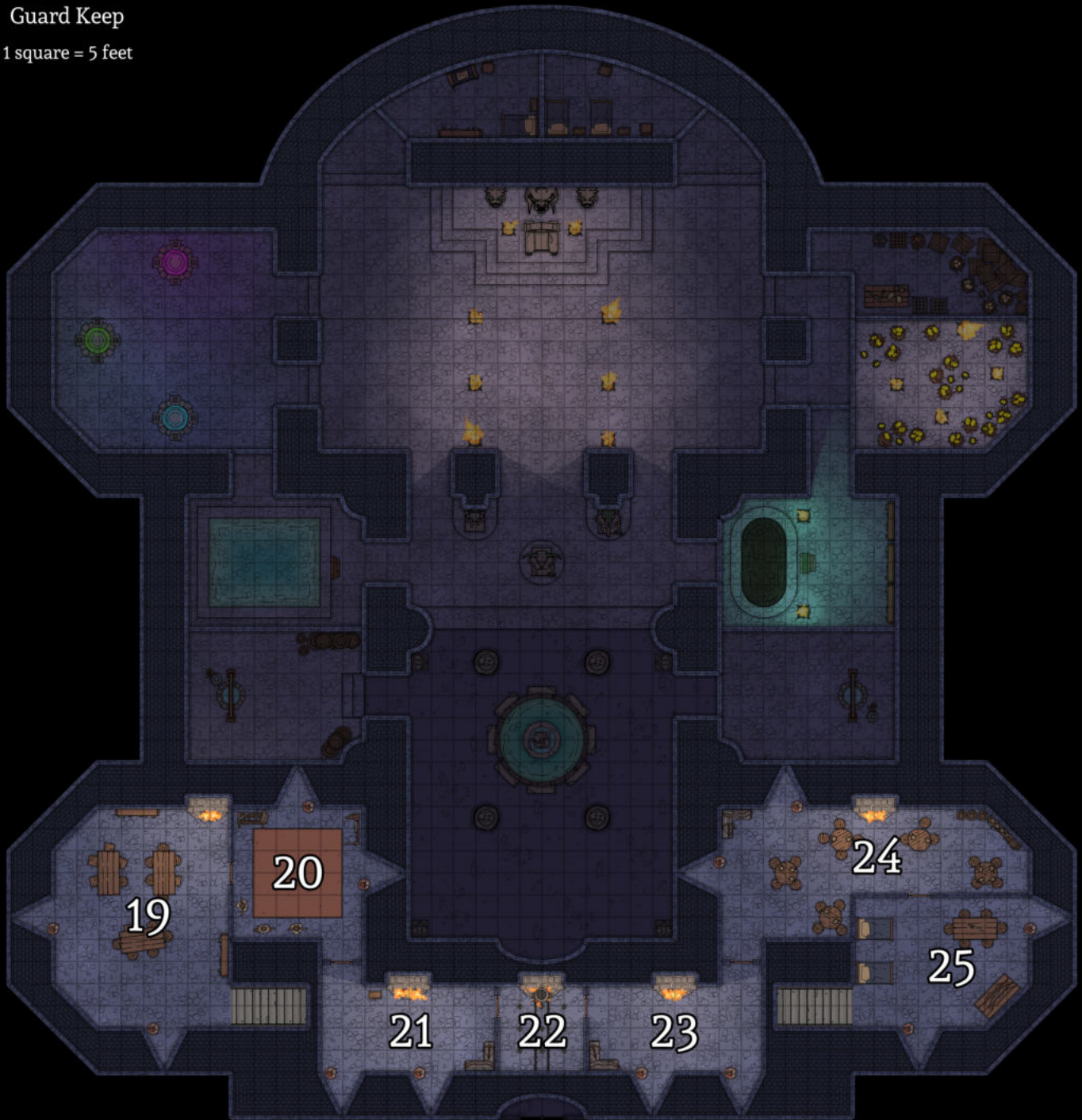
**Trap: Eldritch Doll.** One particularly noteworthy trinket on the shelf is a tiny, humanoid-shaped wicker doll. The doll emits an aura of transmutation magic. When a creature touches the doll, the creature is cursed. An extra eye develops on the creature's face or neck. The eye is yellowish and clouded over. The eyeball functions similar to a hag's eye. A **night hag** named Barney Lo (see *Dungeons & Lairs #17: The Night Hag Academy*) can take an action to see what the eye sees so long as the creature is on the same plane of existence as the hag.

So long as Barney can see through the eye, she can cast spells through it, as if the creature with the eye was the caster. Barney's spellcasting ability is Charisma (spell save DC 14). She can cast the following wizard spells through the



## Guard Keep

1 square = 5 feet



eye (once per day each): *bestow curse*, *lightning bolt*, *hold person*, *magic missile*, *ray of enfeeblement*, *ray of sickness*, and *sleep*.

A *remove curse* spell or similar magic doesn't remove the eye. However, a creature, including the one with the eye, can attack the eye. The eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, Barney Lo takes 16 (3d10) psychic damage and is blinded for 24 hours.

Once the doll curses a creature, it no longer imposes this effect.

### 19 - COOKIES

A fireplace burns at the north end of the room, illuminating this refectory. There are three long, wooden tables here, each one surrounded by six simple chairs. A shelf filled with cups and plates stands against the western wall.

**Encounter: Shadow Cat and Ophidians.** Unless encountered elsewhere, there are ophidians in this room. Joining the ophidians is their **shadow cat** ally, Cookies. The number and types of ophidians in this room depend on the level of the adventure as shown on the table below. Shadow cats and ophidians are detailed in the Appendix.

## AREA 19 ENCOUNTERS

Adventure Level	Number of Monks
11th	2 ophidian monks
14th	4 ophidian monks
17th	6 ophidian monks
20th	8 ophidian monks

### 20 - TRAVEL

There are no lights in this room.

A 20-foot-square mat dominates this area. Simple weapons held on racks line the walls. Training dummies made from straw and wood stand against the southern wall.

**Potential Encounter: The Eternal** If **The Eternal** is encountered here, he is practicing Shar Aknian either by himself or with his entourage.

### 21 - HIDDEN

A burning fireplace in the northern wall illuminates this room. Three bows lie on an L-shaped table against the southeastern corner. Two arrow slits grant a view of the terrain to the south of the monastery. A locked chest sits near the fireplace.

**Encounter: Shadow Chest.** The chest contains six shadows, which emerge and attack any non-ophidian in the room. Unless detected in advance with a successful DC 21 Wisdom (Perception) check, the shadows have advantage on their initiative rolls.

**Treasure: Magical Arrows.** Each arrow slit holds a single ceramic jar within which ten +1 arrows are stored.

### 22 - PILLOW

This room acts as the keep's barbican. A fireplace at the north end of the room illuminates the area and keeps a 30-gallon cauldron of water boiling. A track runs the length of the room upon which the boiling cauldron can be slid.

**Hazard: Boiling Water.** A creature operating the cauldron can tip it north, east, or west, spilling its contents through the murderholes set into the floors. When this happens, any creatures in area 1 directly below the barbican must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

### 23 - INCENSE

This room is identical to area 22, except it does not contain a chest that holds shadows. It also smells of sweet incense.

### 24 - SPARKLING

This large area acts as a tavern for the ophidians. Six round tables surrounded by simple chairs fill the room. Shelves lined with cups and plates cover the eastern wall. Kegs filled with fermented cobra venom stand near the shelves.

There is nothing of value in this area.

### 25 - SPEARS

A pair of bunkbeds stand against the western wall. A large table surrounded by chairs stands to the east. Arrow slits in

the southern and eastern walls provide views of the monastery's exterior.

**Encounter: Practicing Monks.** At the south end of the room, a group of ophidians use a **despaircrow** to train with spears. The nature of the ophidians depends on the level of the adventure, as shown on the table below. The despaircrow and the ophidians are detailed in the Appendix.

## AREA 25 ENCOUNTERS

### Adventure Level Encounter

11th	2 ophidian monks
14th	1 ophidian master and 1 ophidian monk
17th	2 ophidian masters
20th	3 ophidian masters

### 26 - ROTATING

The door to this dark crypt is locked. The front of the door is carved to look like a snake with its mouth open. A character who looks inside the snake's mouth notices a small hole inside.

**Encounter: Shadowfang.** The crypt contains the sarcophagus of one of the monastery's old masters that has since become an **ophidian shadowfang** (see the Appendix). When a living creature comes within 5 feet of the door, the shadowfang rises from its sarcophagus and pours out of the hole in its door.

**Treasure: Ophidian Bones.** Lifting the sarcophagus' lid requires two or more creatures with combined Strength scores of 22 to perform. The sarcophagus contains the preserved corpse of the shadowfang. If the corpse is destroyed, the shadowfang from which it emerges is also destroyed. The corpse lacks eyes. In place of its eyes are two rubies, each one worth 2,500 gp.

### 27 - WIND

This area is identical to area 26.

### 28 - BUTTER

Nine gargoyle heads, three each protruding from the north, south, and eastern walls, decorate this 70-foot-long hallway. Two burning braziers set into alcoves in the north and south walls illuminate the area.

**Hidden Crypts.** The three crypts described below (areas 29 through 31) were bricked over long ago by the ophidians. Only 1-inch-wide tunnels cut into the walls serve as evidence of their existence. These tunnels allow the amorphous creatures hidden in these crypts to escape into this chamber. See each area for details.

The only way to get beyond the wall is to cast a spell or use a feature that allows a character to move through solid walls or inside the 1-inch-wide tunnel (such as the *etherealness*, *gaseous form*, or *passwall* spells).

**Hidden Key.** If a character searches the large gargoyle head on the eastern wall and succeeds on a DC 15 Intelligence (Investigation) check, they discover a long, thin key stored inside its mouth. The key unlocks the sarcophagus in area 32. Removing this key from its place alerts the shadows hiding in areas 30 and 31.

## Crypts

1 square = 5 feet



### 29 - DUNG

This dark, hidden crypt contains a large stone sarcophagus. The sarcophagus is actually an illusion used to hide the presence of an imprisoned **fiendish otyugh**. Touching the sarcophagus releases the otyugh. The fiendish otyugh uses the normal stat block for an otyugh except for the following changes:

- The otyugh's type is fiend.
- The otyugh is resistant to cold and lightning damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- The otyugh is immune to fire and poison damage as well as the poisoned condition.
- The otyugh has truesight out to 60 feet.
- The otyugh speaks Abyssal and Otyugh.
- The otyugh's CR is 9.
- When the otyugh hits a target with a melee attack using its bite or tentacles, it deals an additional 9 (2d8) fire damage on the attack.

### 30 - PLUMBING

This dark, hidden crypt contains an empty stone sarcophagus.

**Encounter: Shadows.** Shadows linger in this area. The **shadows** emerge from the crypt whenever a living creature comes within 5 feet of the 1-inch-wide tunnel that connects this area to area 28. The number of shadows encountered depends on the level of the adventure, as shown on the table below.

#### AREA 29 ENCOUNTERS

Adventure Level	Encounters
11th	3 shadows
14th	6 shadows
17th	12 shadows
20th	16 shadows

### 31 - HATCHERY

This secret crypt is identical to area 30.

### 32 - CLIMBING

Four 5-inch-thick stone columns hold this chamber's 20-foot-high ceilings aloft. Iron braziers enchanted with continual flame illuminate the area. A stone sarcophagus carved to look like an ophidian monk rests at the center of the chamber.

**The Sarcophagus.** One or more creatures with combined Strength scores of 22 or higher can remove the sarcophagus' lid. The inside of the sarcophagus appears to be empty. However, a character who inspects the sarcophagus and succeeds on a DC 20 Wisdom (Perception) check notices that the sarcophagus has a locked false bottom. A successful DC 15 Intelligence (Investigation) check made outside the sarcophagus reveals a keyhole hidden amid the stone snake's scales. If the key found in area 28 is inserted into this hole and turned, it unlocks the sarcophagus' false bottom. Otherwise, the compartment can be opened with a successful DC 20 Dexterity check using proficiency in thieves' tools, or broken open with a DC 25 Strength (Athletics) check.

The hidden compartment contains a *simulacrum* of The Eternal. For simplicity's sake, the simulacrum uses the **vampire spawn** stat block except it is a construct, it lacks the spawn's Regeneration feature, and it can't regain hit points with its bite attack. If the simulacra is destroyed, it melts into a pile of water. A character with proficiency in Arcana that succeeds on a DC 17 Intelligence (Arcana) check recognizes that the creature they fought was a *simulacrum*.

**Hidden Duct.** The ceiling within 5 feet of the north wall hides a 1-inch-wide hole which connects this area to area 33, which is 10 feet above this chamber. Spotting the hole requires a successful DC 18 Wisdom (Perception) check.

The only way to get beyond the wall is to cast a spell or use a feature that allows a character to move through solid walls or through the 1-inch-wide tunnel (such as the *etherealness*, *gaseous form*, or *passwall* spells).

### 33 - OBSTACLES

The eastern door of this chamber is locked.

A stone sarcophagus sits atop a wide dais. Inside the sarcophagus lies an **ophidian shadowfang** (see the Appendix) that dresses and acts identical to The Eternal. This shadowfang pretends to be The Eternal to prevent his true sarcophagus (area 35) from being found.

During combat, the ophidian shadowfang summons six **shadows** that fight alongside it.

**Treasures and Hidden Door.** The door to the south is inside. Inside, a simple shelf built into the wall holds a large golden gauntlet decorated with six gems, each one a different color. The gauntlet is worth 1,000 gp, and each individual gem is worth 500 gp. There are also three coin purses, each of which contains 500 pp. Finally, there is a *ring of invisibility* stored in a small, glass box.

**Hidden Hole.** A loose bit of stone on the south wall of the treasure closet hides a 1-inch wide hole that connects this area to area 34. Spotting the hole requires a successful DC 20 Intelligence (Investigation) check.

If the characters can't move beyond the wall to the other side via the hole, this section of wall can be destroyed. The wall has AC 19, 75 hp (damage threshold 5), and immunity to poison and psychic damage. If the wall's hit points are reduced to 0, it crumbles, revealing the room beyond. Destroying the wall alerts the undead creatures inside area 34 to the characters' presence.

### 34 - DANCE

This area is divided into four sections by iron bars.

**Encounter: Cyclops Heads.** Eight **floating cyclops heads** (see the Appendix) protect this area. The cyclopes keep their distance, using their necrotic rays from behind the bars.

**Trap: Iron Bars.** All of the iron bars are electrified. If a creature touches the iron bars or attacks the bars with a melee weapon attack, it must make a DC 15 Constitution saving throw, taking 18 (4d8) lightning damage on a failed saving throw or half as much damage on a successful one. A target wearing metal armor makes its saving throw at disadvantage.

The trap protecting a 10-foot-wide section of bars can be disabled with a successful DC 15 Dexterity check using proficiency in thieves' tools. If the check fails by 5 or more, the character is electrocuted, and must make a saving throw.

The bars can be bent open with a successful DC 20 Strength (Athletics) check. They can also be destroyed. A 10-foot-wide section of bars has AC 19, 30 hp, and immunity to piercing, poison, and psychic damage.

**The Eternal's Chamber.** The door connecting this area to area 35 is *arcane locked*. Outside of dispelling it with a *knock* spell or similar magic, only a successful DC 30 Strength check breaks open the door. However, it does have a 1-inch-wide niche carved into it. The niche is large enough to allow amorphous creatures like shadows and oozes, as well as The Eternal in his mist form, to move through the door.

### 35 - THERAPY

The Eternal's sarcophagus lies at the center of this locked room (see above for details on the door's lock).

The sarcophagus is crafted from one solid piece and lacks a lid. Only a 1-inch-wide hole carved into its base allows The

Eternal to move into and out of the sarcophagus while in its mist form. If The Eternal is encountered here or he retreated here after combat, the characters will need to find a way inside the sarcophagus.

Spells and effects that affect stone such as *passwall* can grant the characters access to The Eternal. Otherwise, the sarcophagus has AC 19, AC 150 (damage threshold 10), and immunity to poison and psychic damage. If the sarcophagus' hit points are reduced to 0, it is destroyed, revealing The Eternal.

If **The Eternal** is encountered here, he fights until his hit points are reduced to 0, in which case he tries to flee. If he can't flee or if the characters have trapped him, he tries to bargain with the characters, promising them whatever he can to stop them from destroying him.

**Treasure: False Bottom.** Unless The Eternal is resting within it, the inside of the sarcophagus appears to be empty. However, a character who inspects the sarcophagus and succeeds on a DC 20 Wisdom (Perception) check notices that the sarcophagus has a locked false bottom. A successful DC 15 Intelligence (Investigation) check made outside the sarcophagus reveals a small latch hidden in the side of the sarcophagus. If pulled, the latch opens the hidden compartment. Otherwise, the compartment can be opened with a successful DC 20 Dexterity check using proficiency in thieves' tools, or broken open with a DC 25 Strength (Athletics) check.

The compartment contains a *portable hole* within which The Eternal stored its treasure: 30,000 pp.

## AFTERMATH

The Eternal's dark influence is all that keeps the monastery from collapsing back into the elemental plane of chaos. If The Eternal is permanently destroyed, the entire area starts to shake. The characters have 1 minute to evacuate the monastery before it tumbles onto their heads. Any creature caught inside the collapsing monastery takes 55 (10d10) bludgeoning damage from the falling debris. After the monastery is destroyed, the characters are once more subjected to the conditions of the plane of elemental chaos. And if they fail to escape via one of the portals in area 7, they will have to find another way to leave the plane. Ω

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave

**Cartography.** Dyson Logos, DMDave

**Art.** Fat Goblin Games, Paper Forge, Pavel Kunc, Shutterstock

**Audio.** Michael Ghelfi

**Editing, Proofing, Layout.** Benjamin Gilyot, Laura Jordan

## APPENDIX: NEW CREATURES

*Dungeons & Lairs #16: Ophidian Monastery* includes seven creatures not found in the core rulebooks. Their information is printed below, and you can also find the gaki in the Creature Codex by [Kobold Press](#).

### DESPAIRCROW

*Medium construct, chaotic evil*

**Armor Class** 11  
**Hit Points** 36 (8d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

**Skills** Deception +5

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but speaks only through the use of its Haunting Voice trait

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Object.** If the despaircrow is motionless at the start of combat, it has advantage on its initiative roll. If a creature hasn't observed the despaircrow move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that the despaircrow is animate.

**Haunting Voice.** The despaircrow can mimic any voices it has heard or the target of telepathy has heard. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

### Actions

**Multiattack.** The despaircrow makes two claw attacks.

**Claw. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the despaircrow's next turn.

**Fear Gaze.** The despaircrow targets one creature that it can see within 30 feet of it. If the target can see the despaircrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the despaircrow's next turn. The frightened target is paralyzed.

**Read Thoughts.** The despaircrow magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the despaircrow can continue reading its thoughts, as long as the despaircrow's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the target has disadvantage on saving throws against the despaircrow's Fear Gaze.

### FLOATING CYCLOPS HEAD

*Small undead, neutral evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 17 (2d6 + 10)  
**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant but can't speak

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Undead Fortitude.** If damage reduces the head to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the head drops to 1 hit point instead.

### Actions

**Bite. Melee Weapon Attack:** +2 to hit, reach 5 f., one target. **Hit:** 2 (1d4) piercing damage.

**Necrotic Ray. Ranged Spell Attack:** +5 to hit, range 120 ft., one target. **Hit:** 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the target's hit point maximum is reduced to an amount equal to the necrotic damage taken. The target dies if this reduces its hit points to 0. Otherwise, the reduction lasts until the target completes a short or long rest.

## GAKI

A wretched spirit, at once both emaciated and bloated, stuffs huge handfuls of filth from a dung heap into its gaping, toothy maw.

The gaki, or hungry ghosts, are restless spirits of avaricious humans, cursed by the gods to live eternally in constant hunger. This hunger manifests itself as an insatiable desire to consume filth or cannibalistically devour human carrion. A hungry ghost appears as a hairless human with deep, bruised-blue skin stretched tight over both its emaciated ribs and its pendulous belly.

**Desperate Hunger.** Gaki rarely hunt mortal creatures. Though gaki can kill mortal creatures and devour their flesh, they find the rancid taste of carrion far more appetizing.

When gaki do attack humanoids, it is because that mortal is keeping it from eating. Gaki cursed to eternally feed on feces, for instance, stalk outhouses and viciously attack the creatures relieving themselves within, as the gaki believes the creatures are guarding their rightful meal.

**Esoteric Devourers.** A hungry ghost is cursed to consume a single thing for eternity. Usually the object of their hunger is disgusting refuse like feces or garbage, but some gaki have more unusual tastes. Often, these tastes ironically reflect the sins these spirits committed in life. Gaki are generally benign, but the hungers that put them in conflict with civilized creatures—such as hungering for gold, clothing, magical scrolls—are the most destructive of all.

**Hungry Dead Nature.** The hungry ghost doesn't require air or sleep.

## GAKI

Medium undead, chaotic evil

**Armor Class** 14

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

**Saving Throws** Wis +4, Cha +6

**Skills** Perception +4

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 14

**Languages** The languages it knew in life

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Aura of Famine.** If a creature starts its turn within 10 feet of a gaki, it is overwhelmed by a hunger that dissolves fat and atrophies muscle. It must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Gluttonous Attraction.** At the start of its turn, if a creature can see the gaki, it must make a DC 14 Wisdom saving throw. On a failure, it is overcome with a desire to kill and eat the ghost, and it must move as close to the gaki as it can.

**Hungry Frenzy.** The gaki has advantage on melee attack rolls against any creature that doesn't have all its hp.

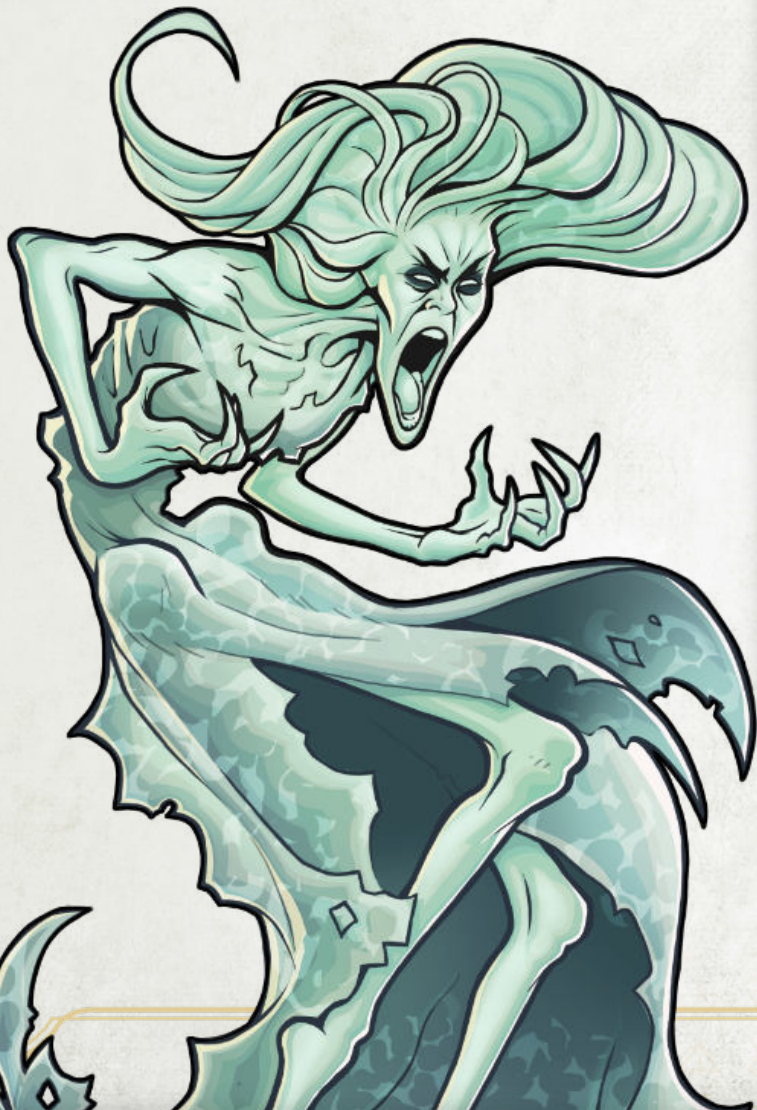
**Incorporeal Movement.** The gaki can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### Actions

**Multiattack.** The gaki makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Spit Acid.** *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 21 (6d6) acid damage.



## OPHIDIANS

Ophidians are dangerous, snake-like humanoids that dwell in the plane of elemental chaos. Despite the disorderly nature of the plane, the ophidians are highly regimented in discipline. All ophidians practice a unique form of martial arts called Shar Aknian.

Ophidians have gained quite a collection of enemies during their time in the elemental plane of chaos. They particularly despise psychic darkmantles, who they consider to be their great ancestral enemy. Ophidian hunting parties travel the cosmos, destroying psychic darkmantles wherever they find them.

### OPHIDIAN MONK

Medium humanoid (ophidian), lawful evil

**Armor Class** 16

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

**Saving Throws** Dex +6, Con +4, Wis +4

**Skills** Acrobatics +6, Athletics +6, Stealth +6

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Ophidian

**Challenge** 4 (1,100 XP) **Proficiency Bonus** +2

**Shrug Off.** The ophidian has advantage on saving throws against becoming charmed, frightened, incapacitated, paralyzed, stunned, and unconscious.

**Unarmored Defense.** While the ophidian is not wearing or wielding a shield, the ophidian adds its Wisdom modifier to its AC (included).

#### Actions

**Multiattack.** The ophidian makes two fist attacks and one bite attack, or two attacks with its shortbow.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage.

**Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### OPHIDIAN MASTER

Medium humanoid (ophidian), lawful evil

**Armor Class** 18

**Hit Points** 118 (16d8 + 46)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	13 (+1)	17 (+3)	13 (+1)

**Saving Throws** Dex +8, Con +6, Wis +6

**Skills** Acrobatics +8, Athletics +6, Perception +6, Stealth +8

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Ophidian

**Challenge** 7 (2,900 XP) **Proficiency Bonus** +3

**Shrug Off.** The ophidian has advantage on saving throws against becoming charmed, frightened, incapacitated, paralyzed, stunned, and unconscious.

**Unarmored Defense.** While the ophidian is not wearing or wielding a shield, the ophidian adds its Wisdom modifier to its AC (included).

#### Actions

**Multiattack.** The ophidian makes two fist attacks and one bite attack, or two attacks with its shortbow.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) poison damage.

**Fist.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

**Shortbow.** *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

#### Reactions

**Deflect Blow.** The ophidian deflects one melee weapon attack so long as it has one hand free. The damage the ophidian takes from the attack is reduced by 20.

### OPHIDIAN SHADOWFANG

Ophidian masters who impress their ancestors are awarded the status of shadowfang. To become a shadowfang, the ophidian must surrender its physical form and become an undead shadow. If its mental facilities survive the transformation, it becomes a formidable combatant. Its original body is then placed into a magical sarcophagus and preserved. The shadowfang cannot travel more than 5 miles from the sarcophagus that contains its body. And if its body is destroyed, the shadowfang is destroyed.

## OPHIDIAN SHADOWFANG

Medium undead, lawful evil

**Armor Class** 19  
**Hit Points** 150 (20d8 + 60)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	16 (+3)	13 (+1)	19 (+4)	15 (+2)

**Saving Throws** Dex +9, Con +7, Wis +7  
**Skills** Acrobatics +9, Athletics +6, Perception +7, Stealth +9  
**Damage Vulnerabilities** radiant  
**Damage Resistances** acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** necrotic, poison  
**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Ophidian  
**Challenge** 9 (5,000 XP) **Proficiency Bonus** +4

**Amorphous.** The shadowfang can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the shadowfang can take the Hide action as a bonus action. Its Stealth bonus is also improved to +13.

**Sunlight Weakness.** While in sunlight, the shadowfang has disadvantage on attack rolls, ability checks, and saving throws.

**Unarmored Defense.** While the shadowfang is not wearing armor or wielding a shield, the shadowfang adds its Wisdom modifier to its AC (included).

### Actions

**Multiattack.** The shadowfang makes three strength drain attacks.

**Strength Drain.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) necrotic damage. The target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a new shadow under the shadowfang's control rises from the corpse 1d4 hours later. The shadowfang can have no more than twelve shadows under its control at one time.

## SHADOW CAT

Large monstrosity, neutral evil

**Armor Class** 13 (natural armor)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

**Skills** Stealth +6  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common  
**Challenge** 3 (700 XP) **Proficiency Bonus** +2

**Avoidance.** If the shadow cat is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Innate Spellcasting.** The shadow cat's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast *blur* requiring no components when it does.

**Pounce.** If the shadow cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the shadow cat can make one bite attack against it as a bonus action.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the shadow cat's control, unless the humanoid is restored to life or its body is destroyed. The shadow cat can have no more than six zombies under its control at one time.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



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